Death Race

Instruction Manual

Be Careful with this Game Cartridge

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following precautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Do not drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned OFF when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad, please read the appropriate instruction booklet prior to beginning for correct installation into your system.

Introduction

In Death Race, you are driving a heavily armed, futuristic vehicle on a cross-country race of destruction.

Centered at the top of the screen is a timer. Before it reaches zero, you must collect all of the flags in each city in order to open the exit. Escape with your vehicle intact and you have defeated the city and can continue the race.

You score points and earn money by terminating those pesky gremlins. Shoot them, launch missiles at them or just run them down. But be forewarned: they too can bombard you with missiles from helicopters and silos.

In between each city, you can use the bounty awarded from all this mayhem to repair any damage, upgrade your car or increase your firepower.

If you are ready to begin, select a level for game play. As the levels increase, you start with less money and your opponents are much better equipped, as well as more aggressive.

One or two people can simultaneously enter the Death Race, either as a team or play head to head against each other.

Your First Pit Stop

Shown is your car's current body style and equipment list. Your money total is displayed at the bottom of the screen. You may wish to buy or modify a piece of equipment. Remember, the better your equipment, the better your chances of survival.

To buy a piece of equipment Place the left arrow next to the category you wish to purchase and the application arrow on BUY. Then press SELECT. The screen will now show you your various options for purchase. As you move through them with the arrow, their purchase price will be revealed. Press SELECT to buy a piece of equipment or press START to escape back to the pit stop screen.

To modify a piece of equipment Use the right and left arrows to move the cursor to the MODIFY selection. Then position the up and down arrows on the item you wish to modify. Now press SELECT. You will now see a modification screen where their costs will be displayed.

Each time you press the "A" button, the attribute will be increased by one. Some items have an upper limit and you will not be able to modify beyond it. If you wish to return to the pit stop screen, press START.

Guns

When it comes to Gremlin hunting, everyone has their favorite gun!

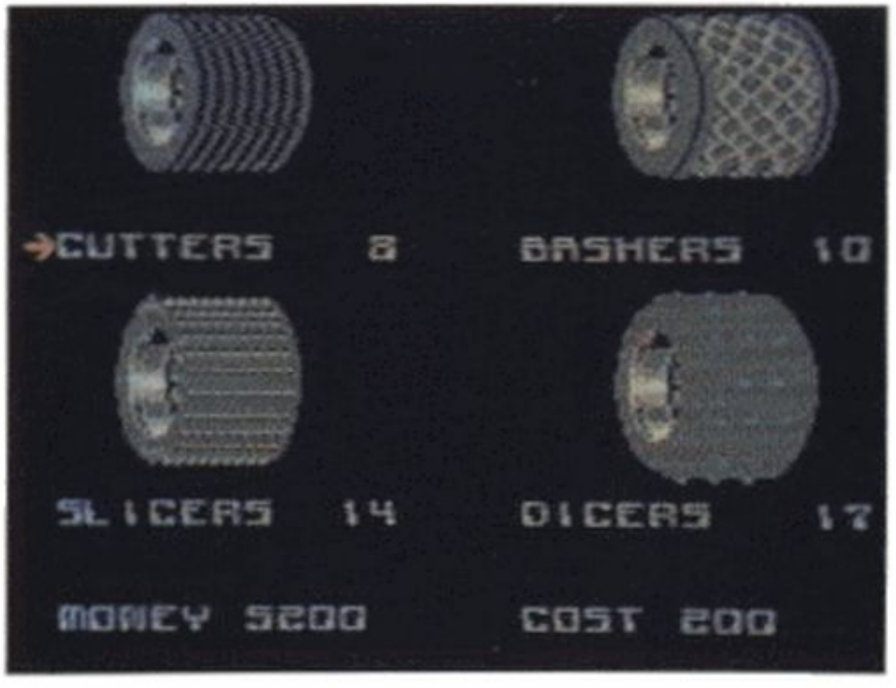
Acme 9mm Machine Gun A standard in the arsenal of many famous drivers, the Acme is a fast-shooting weapon with a respectable amount of punch.

Spandau Dual 7mm Machine Gun These synchronized guns offer good speed and a respectable range. The dual barrel system supplies excellent heat dissipation, which increases the guns life-span in the field.

Gatlin 20mm Auto Cannon This weapon has tremendous fire power combined with an excellent range. Due to its excessive reload time, modifications are recommended.

Hood Mounted Uzi This weapon has extremely fast shooting capabilities combined with a moderate range. A skilled driver equipped with a good turning radius can use this weapon to its full potential.

Tires



Underestimated by many ...except those who survive Death Race. When you need to avoid those fast approaching missiles, you'll appreciate the best tires money can buy.

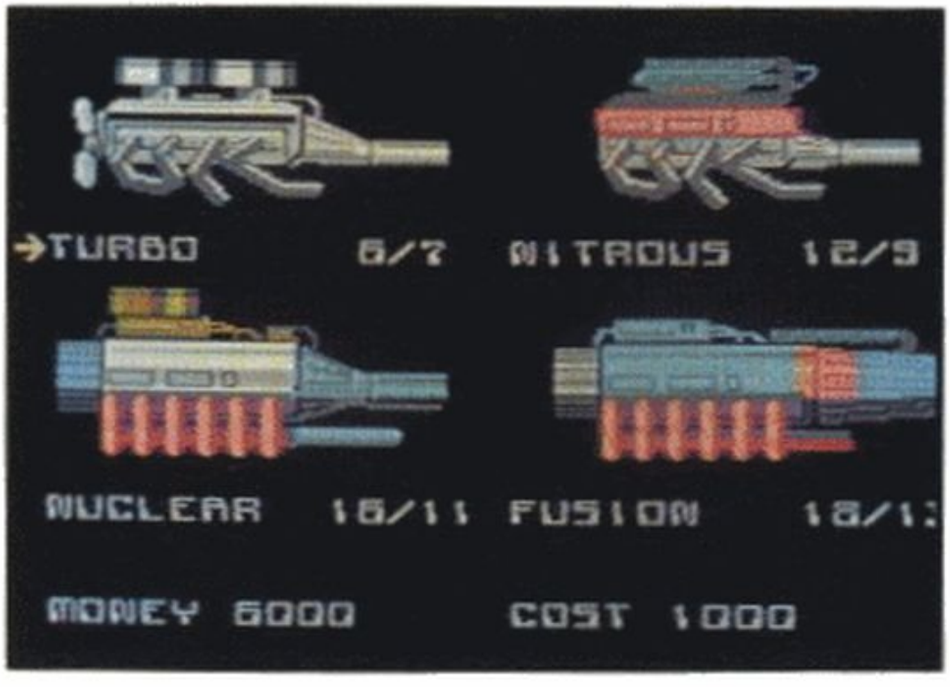
Cutters Named for the tracks it leaves in its' victims, the cutter tire uses a razor sharp tread to give a driver that winning edge.

Slicers Serrated steel blades are the trademark of this tire. Highly recommended for the experienced driver who can take advantage of their superior traction.

Bashers This tire not only grabs the road, it pummels it into submission. Developed early in the Death Race games, it quickly became a favorite for its handling on rough terrain.

Dicers As a prototype, dicers are yet to be fully field-tested. Preliminary reports however, show great promise in both road handling and enemy kills.

Engines



If you're planning on outrunning those missiles instead of dodging them, then you're going to need some real power under the hood.

Turbo This workhorse, originally designed in the 1960's, provides limited power and poor acceleration. This model however is reasonably priced and inexpensive to repair.

Nuclear The first of the modern power-plant designs, this engine boasts good power and acceleration. A favorite on the circuit.

Nitrous This engine was immensely popular in the 1970's due to its burst of power. While not as efficient as the newer designs, it is sufficient for competition.

Fusion The ultimate in engines. This model has excellent speed and power. Its rapid acceleration can save a driver from certain doom.

Chassis

Maneuverability and armor plating are what you need on the front lines. But if you pick the correct chassis, you can out-run everything. At least for now.

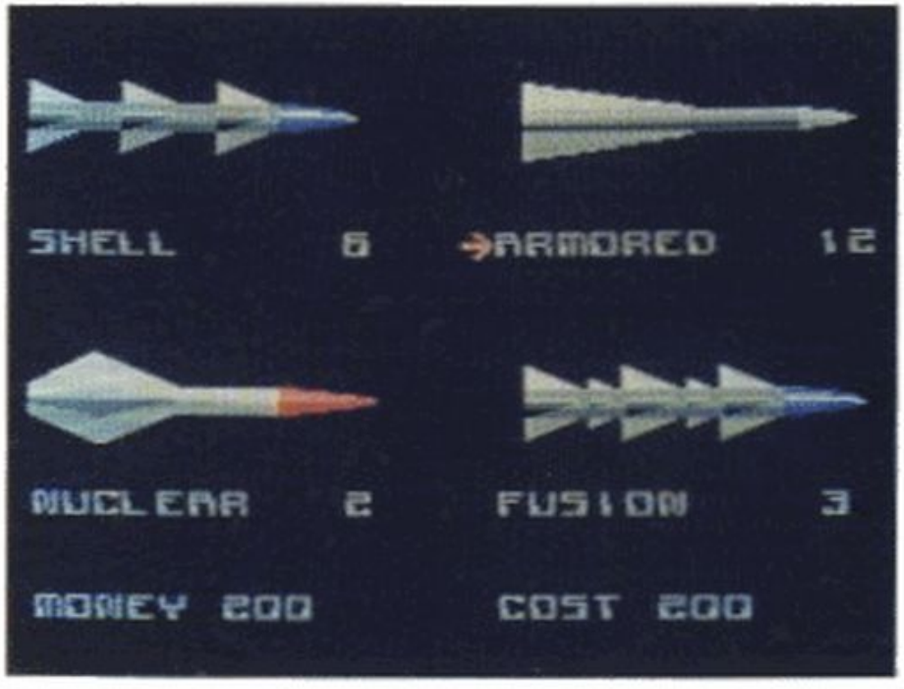
Kilroy An inexpensive chassis, this is the standard car for starting out. Even with its low turning radius and light armor, it's one your opponent will not underestimate a second time, if he lives that long.

Panther This chassis sacrifices turning radius for more armor. While it can't dodge missiles as effectively, it's tough enough to withstand more hits. A perennial favorite of many veteran drivers, this car has seen more than its share of winners circles.

Catspaw Using higher technology, this car's turning radius is enough to avoid missiles. Its heavier armor can withstand a few direct missile hits. This is definitely a car designed with hit-and-run tactics in mind.

Pitbull This top of the line chassis makes use of the latest technology. It can turn on a dime and make change. Combined with its heavy armor, this new car can be expected to become the king of the road in the near future.

Missiles



Whether or not to develop your arsenal early depends on your strategy.

Shell This missile, based on the old 155 mm Howitzer round, has a small warhead and slow propulsion system. This inexpensive missile will detonate on contact.

Armored Developed from the armor piercing weapons of the mid-20th century, this missile has a larger warhead and faster propulsion system than the shell. It is most useful against unprotected and lightly armored targets.

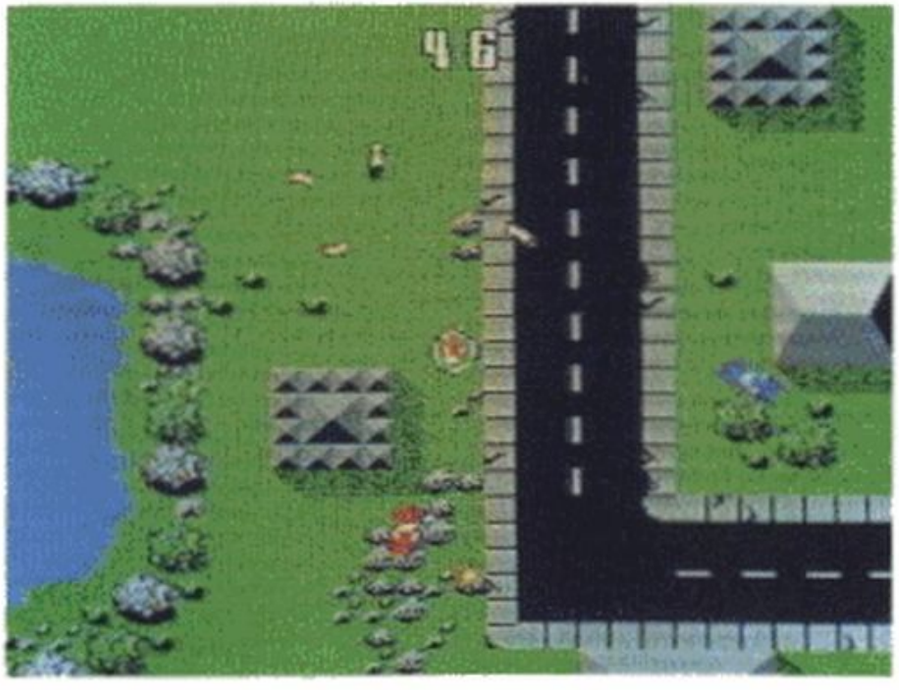
Nuclear A spin-off of the cruise missile technology, this weapon flies at a high altitude until it receives a signal to detonate its warhead, obliterating everything on the ground. This missile can be manually detonated during its flight by pressing the "B" button on your controller. It will also explode on contact with enemy vehicles.

Fusion The most devastating of missiles, it uses the latest in technology to track and destroy enemy helicopters and cars.

Note: Last missile type selected will be active upon entering the game. Once in the city, see "Launching your missiles."

Entering the Death Race

You're now ready for the first arena. Move the left-right cursor to EXIT and press START. This will show you the starting point for your cross-country mission. Press START to begin.



To maneuver your car Use the arrow pad. The up arrow will accelerate your vehicle, while the down arrow applies the brakes. The left and right arrows turn your car left and right.

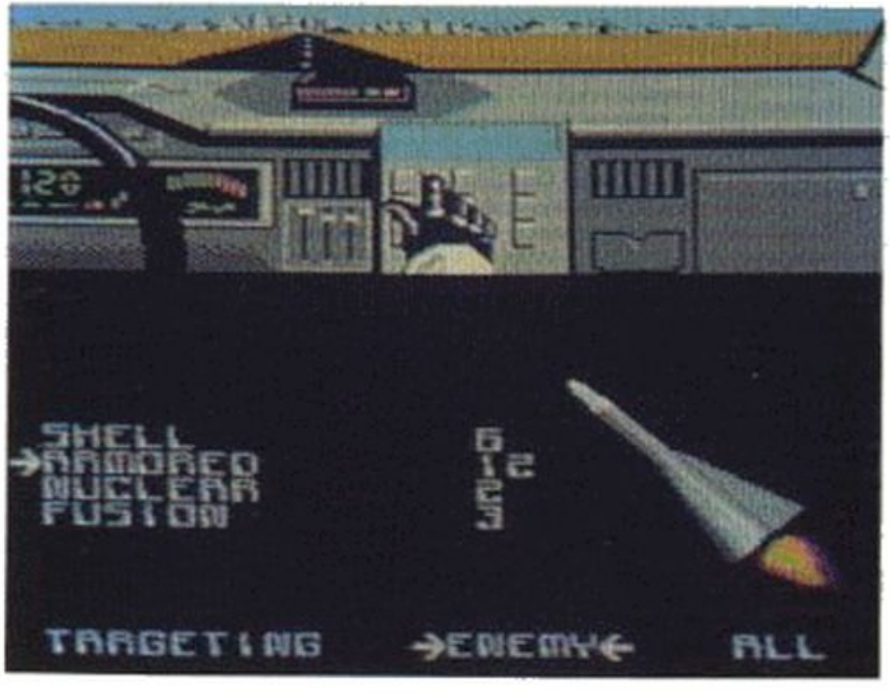
Enemy Attacks As you race through the cities, gremlins will attempt to stop you with missiles and machine gun fire of their own. Their successful counter-attacks will cause damage to your vehicle. Your car's armor will be hit first. When it is destroyed, your car will begin to blink. This tells you that your car's system can now be damaged by hits. As you receive more damage, you will have less control.

Seek out all the flags And score as many points as you dare before exiting the city. Search carefully because if you miss a flag, the exit won't open. Once you gather them and exit, your current score for that city will be shown. Bonuses and money for your kills will be awarded here. Pressing START will take you to the pit stop screen.

Entering the Death Race

You may use your newly acquired gains to repair or modify existing items, as well as purchase new equipment.

Remember, you must repair your vehicle before you can modify it.



Launching your missiles In order to choose the type of missile to be launched, press the SELECT button. This will pause the game and take you to the missile selection screen. Position the cursor on the desired missile. You may also choose to target your fusion missiles. The fusion missiles are the only heat seekers, so target them wisely. "Enemy" targets the helicopter only. "All" will target enemy vehicles and the other players' car, whichever is closer. Pressing the SELECT button will return you to the game.

Multiple missiles A series of missiles can be launched by repeatedly pressing the "B" button. The Shell, Armored, and Fusion missiles can be launched in this manner. This pattern of fire can be used for strafing runs on silos or to keep the enemy helicopter occupied. Their impact makes a most satisfying fire-storm.

Scoring

	Points	Money
Gremlins	1	100
Silos	10	2500
Vehicles	200	5000
Flags	100	2500

Scoring is divided into money and points. For each target destroyed, you will be awarded the above amounts.

Once you successfully exit the city, you are given the number of kills in each category, the bounty money you get from each city, and your running score. When the game is over, you get your total score in each category.

Time bonus This bonus is calculated from the time you enter the city until you capture the last flag.

Damage Each car body is equipped with a specific number of damage points. These points represent how much damage your vehicle can take before it is destroyed. Damage points are restored to your car each time you make it back to your pit stop. So even if you don't have enough money to repair your car, you will still benefit from the stop between the cities.

Each item you purchase can be severely damaged or "trashed." When this occurs, the item on the pit stop screen will be colored grey. Depending on the current level of modification, it may be cheaper to replace the item, rather than repair it.

Death Race Survivor's Tips

1. Don't get hit! Repairing damage is expensive. It's usually more cost-effective to dodge the missiles.

2. Enemy missile explosions can cause your missiles to detonate. Watch for incoming missiles before launching your own.

3. Some missiles will explode on contact. If you are within the blast radius, your vehicle will take damage. Many a rookie has wasted himself by launching his missiles too close to the Death Copter.

4. During the course of the game, you may find that you do not have enough money to repair all of your damages. If this happens, you may have to down-grade a piece of equipment in order to repair a more essential unit.

5. Rocks and trees on the course become death traps. Be careful not to get caught in them. It makes you a very easy target.

6. Just as there's an endless number of variations for customizing your car, there's an equally endless number of strategies to be tried to complete the race. It's up to you now, to survive!

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by any or all of the following measures:

- Reorient the receiving antenna.
- Relocate the Cartridge Game System with respect to the receiver.
- Move the Cartridge Game System away from the receiver.
- Plug your Cartridge Game System into a different outlet so that the receiver and Game System are on different circuits (i.e. different outlets).

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: 'How To Identify and Resolve Radio-TV Interference Problems'. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

90-Day Limited Warranty

To the original purchaser only, American Game Cartridges, Inc. warrants that this cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, American Game Cartridges will repair or replace the cartridge, at its option, free of charge. In order to qualify for product support, please mail in the registration card included in this manual within 10 days of purchase.

To receive this warranty service:
1. Do not return your defective cartridge to the retailer.
2. Notify the American Game Cartridges Customer Service Department at (602) 961-4022.
3. If the Customer Service Representative is unable to solve the problem by phone, he or she will ask you to return your cartridge freight prepaid and insured for loss or damage, together with your sales slip or proof of purchase within the 90 day warranty period to: American Game Cartridges, Inc., Customer Service Department, 7400 West Detroit Street, C-170, Chandler, AZ 85226

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Repair/Service After Expiration of Warranty: If the cartridge develops a problem requiring service after the 90-day warranty period, you many contact the American Game Cartridges Customer Service Department for instruction at the phone number listed above.

Warranty Limitations: Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall American Game Cartridges be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and may also have other rights which vary from state to state.

Developed by American Game Cartridges, Inc. engineering staff, headed by James Ferguson.

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